NO ONE HAD THE GUTS

UNTIL NOW!

Williams

NARC™

NARC brings to life sensational, digitized graphics that are a technological leap ahead. The impact will be to help redefine the state-of-the-art for coin-operated amusement game entertainment . . . and for collections everywhere!

With NARC, Williams explodes back onto the video scene offering the kind of breakthrough game that's going to dramatically change video — its looks, its play appeal and its profit potential — forever!

Only Williams had the guts to bring you such highly articulated and detailed screen action in one machine. It's what players have been looking for in a truly unique video game experience that will command attention, create excitement and generate blockbuster earnings. It's Williams' new custom patented in-house hardware and software system that makes the difference between watching a storyline unfold . . . and living it!

The glory of NARC is the way it allows the genius of Williams' engineers to bring their imagination and creativity to the screen. With a solid theme to attract players, the elite team of Max Force and Hit Man are on a mission to destroy the K.R.A.K. criminal syndicate and protect the innocent. Junkies, punks, thieves, psychos and murderers must all face the elite team's special brand of justice.

Armed with machine guns and rocket bombs, the ability to cruise through the city streets in a high-powered sports car, or fly overhead in a specially equipped helicopter, and aided by the on-screen scanner, the elite team must bust or kill the low life that rules the underworld.

The non-stop action takes players through ghetto streets, downtown, inside abandoned warehouses, across bridges to the ultimate showdown at the corporate crime headquarters against the master villain, Mr. Big. Along the way, there are drugs and loot to seize as evidence for bonus points as wave after wave unfolds.

Innovative technology. At the heart of the system is TI's 34010 graphics signal processor and Williams' own custom integrated circuit that enables the player to experience this true-to-life adventure and ensures copy protection. Original music, speech and dazzling effects. New cabinetry with a larger control panel for 2-person cooperative play. It's all there and more in NARC . . . the one video game that only Williams had the *guts* to make.

Williams
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